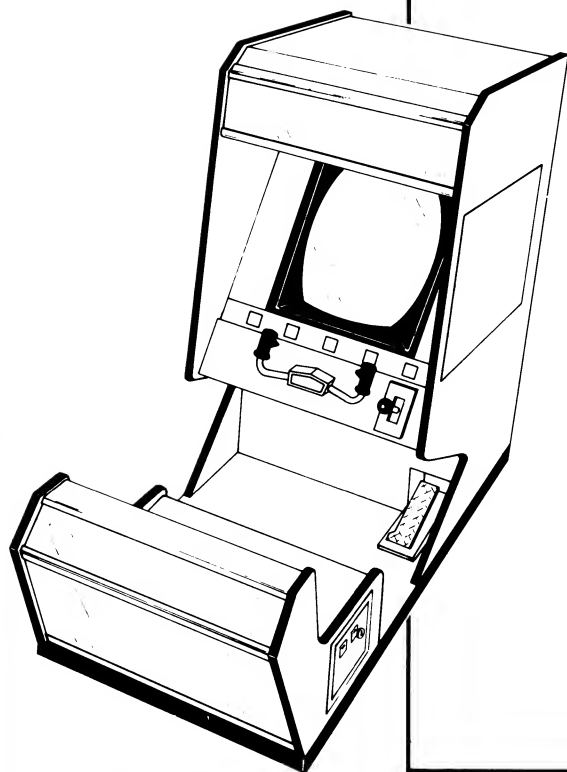


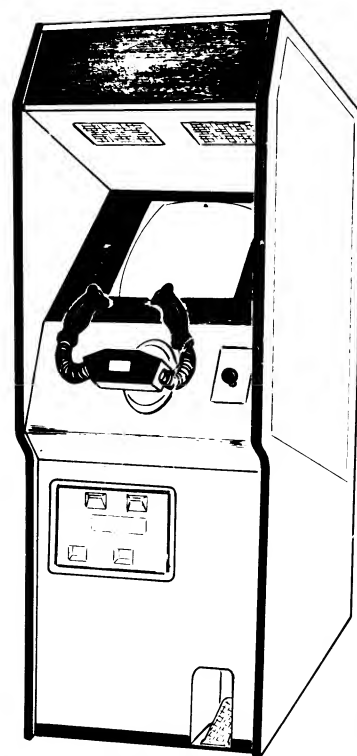


SPY HUNTER

Parts and Operating Manual



NO. 307
SIT DOWN



NO. A27
UPRIGHT

Bally

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SPY HUNTER
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SPY HUNTER

GAME OPERATION

ATTRACT MODE

1. The Attract mode starts:
 - ☐ Just after power has been turned on to the game. (Self-Test switch is in the "OFF" position.)
 - ☐ After a Self-Test has been completed and there are no more credits left in the games memory.
 - ☐ After a play has been finished, the score was not high enough to put the game into the High Score/Initial mode, and there are no more credits left in the games memory.
 - ☐ After the High Score/Initial mode when there are no more credits left in its memory.
 - ☐ No matter where the game is in the Attract mode sequence, it will immediately go to the Ready-To-Play mode display as soon as a game has been paid for.

READY-TO-PLAY MODE

1. The Ready-To-Play mode starts when enough coins have been accepted for a 1 player game.
2. The Ready-To-Play mode ends when the "WEAPONS VAN" push button is pressed (it also serves as a "START" button).

PLAY MODE

1. The Play mode begins when the "WEAPONS VAN" push button is pressed (it also serves as a "START" button).
2. The Play mode ends when all of your CARS have been eliminated. When this happens, "GAME OVER" is written across the monitor screen.

HIGH SCORE/INITIAL MODE:

If your score was high enough to become one of the ten best scores, the game will go into the High Score/Initial mode immediately after the "GAME OVER" display. If your score is not high enough to cause the game to go into the High Score/Initial mode, it will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

Follow the ON-SCREEN instructions to enter your initials next to your score in the league of the best ten players to date.

After the High Score/Initial mode, the game will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

SPY HUNTER

SCORING

DESCRIPTION	POINTS AWARDED	NOTES
BUMPER CAR	150 POINTS	ON THE ROAD
TIRE SLASHER	150 POINTS	ON THE ROAD
LIMO	500 POINTS	ON THE ROAD
SPEED BOAT	150 POINTS	IN THE WATER
TORPEDO BOAT	500 POINTS	IN THE WATER
HELICOPTER	700 POINTS	ROAD & WATER
STAYING ON ROAD	15 POINTS	FOR EACH 1/4 SCREEN TRAVELED
STAYING IN WATER	25 POINTS	FOR EACH 1/4 SCREEN TRAVELED

SPY HUNTER

OPTION SWITCH SETTINGS

////////////////////////////////////SWITCH NO. 1 - AT B 3 - LOCATED ON SOUND I/O P.C. BOARD////////////////////////////////////

DURING GAME PLAY:

SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8	SW#9	SW#10
NOT USED	NOT USED	NOT USED	NOT USED	NOT USED	NOT USED	NOT USED	NOT USED	NOT USED	NOT USED

FREEZE VIDEO
**NORMAL OPERATION

ON
OFF

////////////////////////////////////SWITCH NO. 3 - AT D 14 - LOCATED ON SOUND I/O P.C. BOARD////////////////////////////////////

	SW#1	*SW#2	*SW#3	*SW#4
**NORMAL OPERATION	OFF			
SOUND I/O DIAGNOSTIC MODE	ON			

**NORMAL OPERATION
RAM/ROM TEST
INDICATES TEST RESULTS VIA
YELLOW L E D ON SOUND I/O
BOARD:

OFF
ON

FAST FLASH = BAD ROM
SLOW FLASH = BAD RAM

**NORMAL OPERATION
OSCILLATOR TEST

OFF
ON

**NORMAL OPERATION
FILTER TEST

OFF
ON

*NO EFFECT IF SW#1 OF SWITCH NO. 3 IS IN THE "OFF" POSITION.
**FACTORY RECOMMENDED SETTINGS.

PART NO. M051-00307-A007

THE REMAINDER OF YOUR NEW GAME'S MOST COMMON OPTION SETTINGS ARE CONDUCTED DURING
THE **MACHINE SETUP** PORTION OF THE SELF-TEST MODE.